

WHAT IS CLAIMED IS:

1. A method of conducting a game of chance on a gaming machine, comprising:
 receiving a wager from a player;
 initiating play of the game of chance;
 pausing the game of chance; and
 5 storing a status of the paused game of chance at a central database linked to
 and remote from the gaming machine.
2. The method of claim 1, further including:
 receiving a wager at the same or another gaming machine;
 10 retrieving the status of the paused game of chance from the central database;
 and
 continuing play of the game of chance beginning from a point at which the
 game of chance was paused.
- 15 3. The method of claim 1, wherein the game of chance includes a continuing
 performance.
4. The method of claim 1, wherein the game of chance includes a progression of
 events.
- 20 5. The method of claim 1, wherein storing a status of the paused game of chance
 includes associating the status with a personal identifier of the player.
6. The method of claim 5, further including:
 25 receiving a wager at the same or another gaming machine;
 providing the personal identifier to the central database via the same or another
 gaming machine;
 retrieving, from the central database, the status of the paused game of chance
 associated with the personal identifier; and
 30 continuing play of the game of chance beginning from a point at which the
 game of chance was paused.

7. The method of claim 6, wherein the personal identifier is provided using a player tracking card, a keypad, a touch screen, or a biometric measurement.
- 5 8. The method of claim 1, further including:
 receiving a wager at another gaming machine operating a different game of chance;
 retrieving the status of the paused game of chance from the central database;
 and
 10 if the status meets predetermined criteria, unlocking an otherwise unavailable feature of the different game of chance such that the feature is available to the player.
9. The method of claim 8, wherein the predetermined criteria is fulfillment of
 15 predetermined requirements in the game of chance.
10. A method of conducting a game of chance on one or more gaming machines, comprising:
 receiving a wager from a player;
 20 initiating play of the game of chance;
 pausing the game of chance;
 storing a status of the paused game of chance at a central database linked to
 and remote from the gaming machines;
 retrieving the status of the paused game of chance from the central database;
 25 and
 continuing play of the game of chance beginning from a point at which the
 game of chance was paused.
11. The method of claim 10, wherein storing a status of the paused game of chance
 30 includes associating the status with a personal identifier of the player.

12. The method of claim 11, further including providing the personal identifier to the central database prior to retrieving the status of the paused game of chance from the central database.

5 13. The method of claim 12, wherein retrieving the status of the paused game of chance from the central database includes retrieving the status associated with the personal identifier.

14. The method of claim 13, wherein the personal identifier is provided using a
10 player tracking card, a keypad, a touch screen, or a biometric measurement.

15. A method of conducting a game of chance, comprising:
receiving a wager from a player at a gaming machine;
initiating play of the game of chance;
15 pausing the game of chance;
receiving a personal identifier from the player;
storing a status of the paused game of chance at a central database linked to
and remote from the gaming machine, the status being associated with
the personal identifier;
20 receiving the personal identifier at the same or another gaming machine;
retrieving the status of the paused game of chance from the central database;
and
continuing play of the game of chance beginning from a point at which the
game of chance was paused.

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16. A system for conducting a game of chance, comprising:
a gaming machine including
means for receiving a wager from a player;
means for initiating play of the game of chance; and
30 means for pausing the game of chance; and
a central database for storing a status of the paused game of chance, the central
database being linked to and remote from the gaming machine.

17. The system of claim 16, wherein the same or another gaming machine includes means for receiving a wager;
means for retrieving the status of the paused game of chance from the central database; and
5 means for continuing play of the game of chance beginning from a point at which the game of chance was paused.
18. The system of claim 16, wherein the game of chance includes a continuing performance.
- 10 19. The system of claim 16, wherein the game of chance includes a progression of events.
- 15 20. The system of claim 16, wherein the central database associates the status with a personal identifier of the player.
21. The system of claim 20, wherein the same or another gaming machine includes:
means for receiving a wager;
20 means for providing the personal identifier to the central database;
means for retrieving, from the central database, the status of the paused game of chance associated with the personal identifier; and
means for continuing play of the game of chance beginning from a point at which the game of chance was paused.
- 25 22. The system of claim 21, wherein the personal identifier is provided using a player tracking card, a keypad, a touch screen, or a biometric measurement.
- 30 23. The system of claim 16, wherein another gaming machine operates a different game of chance and includes:
means for receiving a wager;
means for retrieving the status of the paused game of chance from the central database; and

means, responsive to the status meeting predetermined criteria, for unlocking
 an otherwise unavailable feature of the different game of chance such
 that the feature is available to the player.

5 24. The system of claim 23, wherein the predetermined criteria is fulfillment of
 predetermined requirements in the game of chance.

25. A system for conducting a game of chance, comprising:
 one or more gaming machines including
 10 means for receiving a wager from a player;
 means for initiating play of the game of chance; and
 means for pausing the game of chance; and
 a central database for storing a status of the paused game of chance, the central
 database being linked to and remote from the one or more gaming
 15 machines;
 the one or more gaming machines further including
 means for retrieving the status of the paused game of chance from the
 central database; and
 means for continuing play of the game of chance beginning from a
 20 point at which the game of chance was paused.